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PROG 447  
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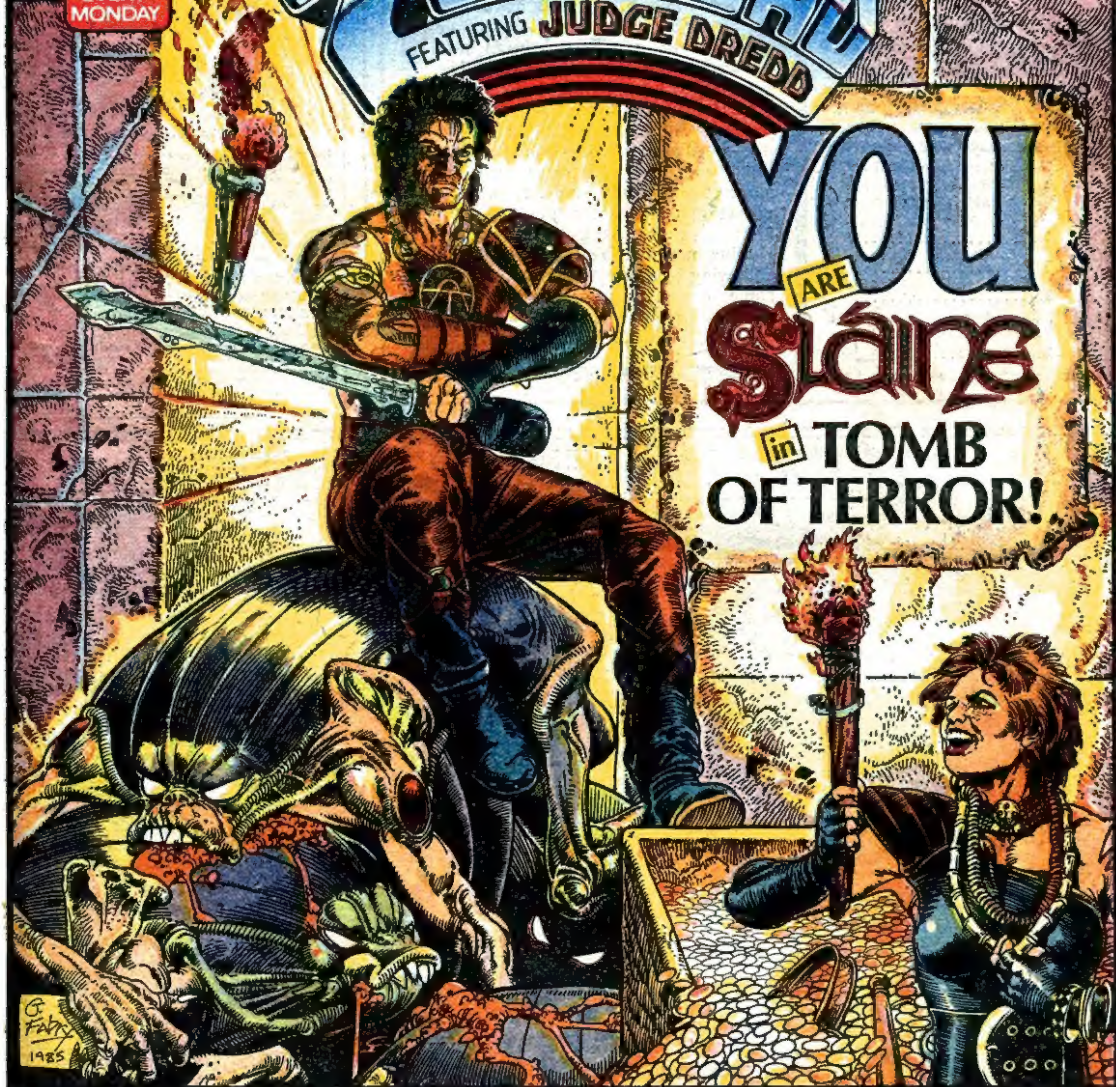
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YOU  
ARE  
SLAIN  
in  
TOMB  
OF TERROR!



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FAY  
1985

TODAY IS THE DAY OF...



The year is 2100. Johnny Alpha, a mutant bounty hunter, otherwise known as Substrum Bug, and 'norm' partner Wulf, are on the dangerous trail of assorted galaxy scum! The aim, to kill them dead. With the strange powers Johnny acquired through his contact with radioactive Substrum 90 fall-out, and an amazing collection of weapons, including time bombs and halogens, few people stand a chance against them!

Written by John Wagner and art by Carlos Ezquerra  
64pp. Soft cover: £5.30 incl. P&P

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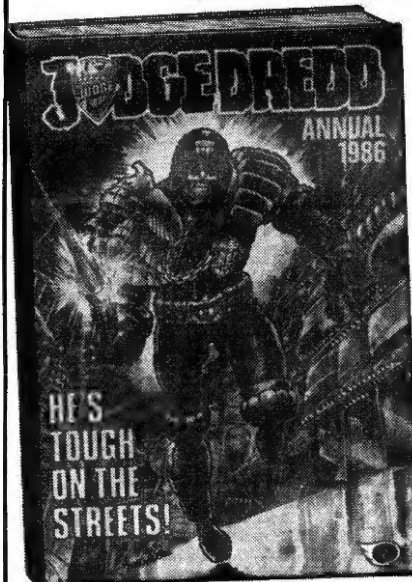
I Dislike: .....

My Age is ..... **447**

## BORAG THUNGG, EARTHLETS,

Welcome to the galaxy's greatest comic! This prog is packed with so much thrill-power that I have only just enough room to tell you about my zarjaz new *Sláme* epic. A subtle combination of comic thrills and advanced adventure gaming, *The Tomb Of Terror* promises to be the most circuit-shattering saga the cosmos has ever seen. Full details about how to play are programmed later in this prog, but the general idea is to read the story as you would read any other—quivering with excitement—and then afterwards to attack the adventure gaming module. You will need the following equipment, Terrans: a pen, some paper, a pair of dice, and extraordinary courage!  
**SPLUNDIG VUR THRIGGI!**

# THRILL-POWER UNLIMITED!



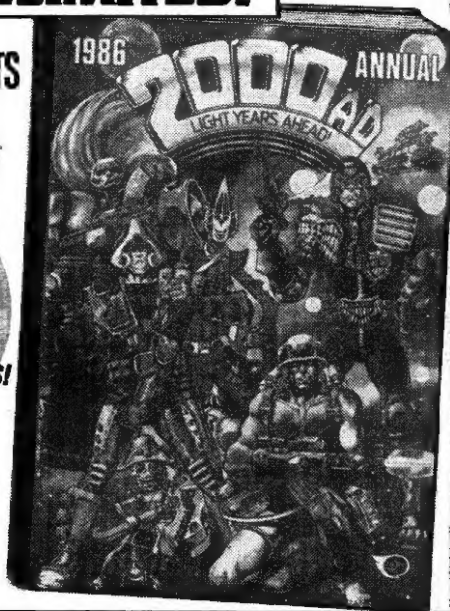
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# Slaine

in **TOMB OF TERROR**

DEEP WITHIN HIS TOMB IN GULAG, THE DARK GOD GRIMNISMAL STIRRED...

FOR MILLIONS OF YEARS, HE AND THE OTHER STAR-BEINGS HAD LAIN IN SUSPENDED ANIMATION... DREAMING OF THE DAY WHEN THE WORKER-CYTHRONS WOULD PRODUCE ENOUGH PRANA FROM THE HUMANS' WARS TO REVIVE THEM.

THEN THEY WOULD BREAK THROUGH THE RAY BARRIER SURROUNDING EARTH AND ONCE AGAIN CONQUER THE STARS...

BUT NOW GRIMNISMAL COULD WAIT NO LONGER... IT WAS TIME FOR —  
**THE AWAKENING!**



SCRIPT: PAT MILLS  
ART: GLENN FABRY  
LETTERING: STEVE POTTER



WHAT'S  
HAPPENING?



GRIMNISMAL  
IS  
REGENERATING!



QUICKLY! WE  
MUST ENTER HIS  
TOMB AND DESTROY  
HIM... WHILE  
HE IS STILL  
VULNERABLE!

WHY?



WHY? BECAUSE  
ONCE THAT NINE-  
DIMENSIONAL ADOPTION  
IS FREE, NOTHING WILL  
STOP HIM! HE WILL ESCAPE  
FROM THIS WORLD AND  
ENSLAVE THE STARS!

GOOD.  
EARTH WILL  
BE WELL RID  
OF HIM.



I'M ONLY  
INTERESTED IN  
MY TRIBE. IT'S  
TIME I RETURNED  
TO THEM.

AYE,  
AND I  
MUST GET  
BACK TO  
MINE.











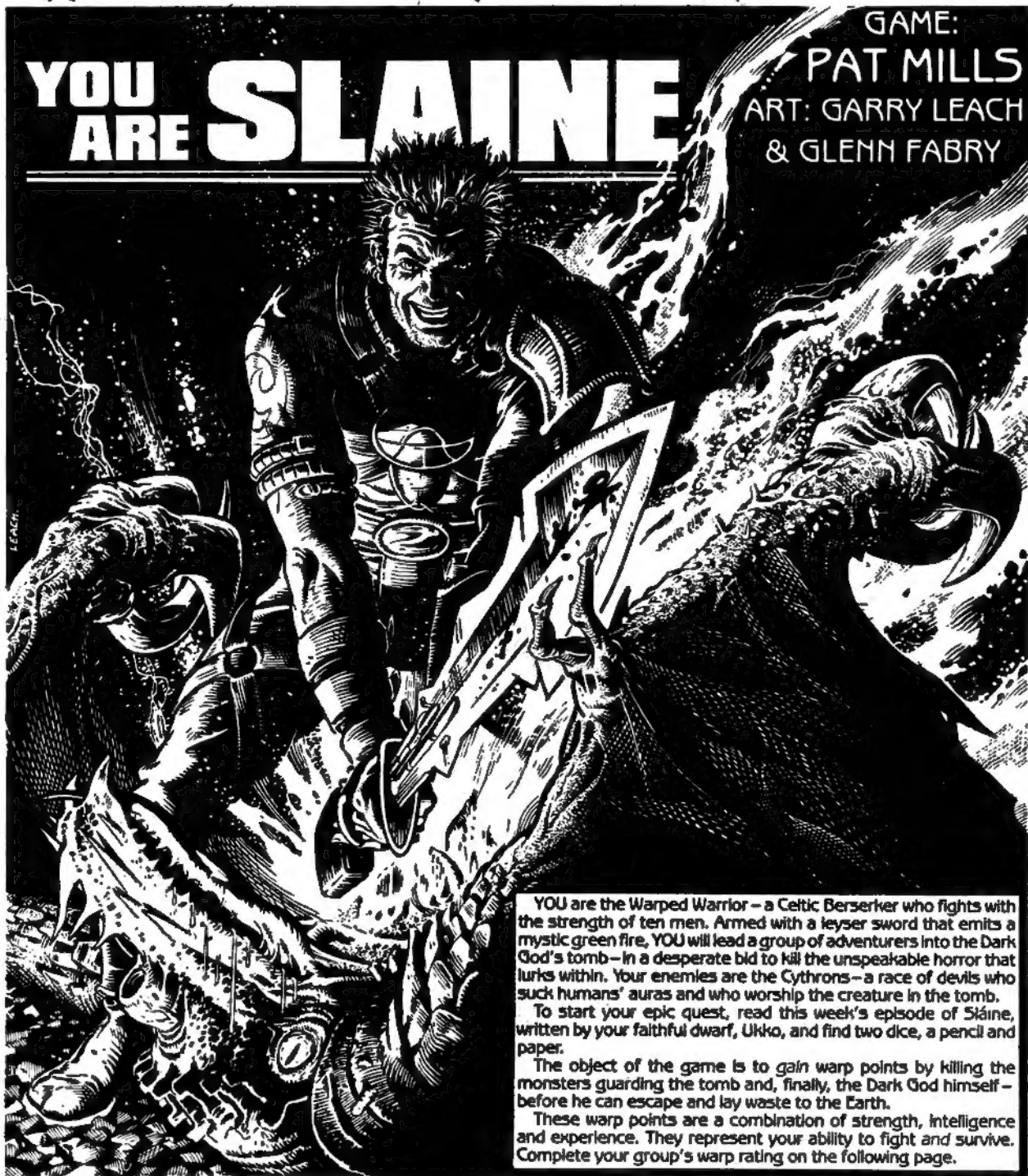




# STYLISH PART 1

## YOU ARE SLAINE

GAME:  
PAT MILLS  
ART: GARRY LEACH  
& GLENN FABRY



YOU are the Warped Warrior – a Celtic Berserker who fights with the strength of ten men. Armed with a keyser sword that emits a mystic green fire, YOU will lead a group of adventurers into the Dark God's tomb – in a desperate bid to kill the unspeakable horror that lurks within. Your enemies are the Cythrions – a race of devils who suck humans' auras and who worship the creature in the tomb.

To start your epic quest, read this week's episode of *Slaine*, written by your faithful dwarf, Ukko, and find two dice, a pencil and paper.

The object of the game is to gain warp points by killing the monsters guarding the tomb and, finally, the Dark God himself – before he can escape and lay waste to the Earth.

These warp points are a combination of strength, intelligence and experience. They represent your ability to fight and survive. Complete your group's warp rating on the following page.

**SLAINE**  
Celtic Berserker ..... 16



**MURDACH**  
King ..... 8



**MOGROOTH**  
Dragon Commander ..... 9



**NEST**  
Sorceress ..... 7



**TLACHTGA**  
Atlantean Warrior (Mogrooth's daughter) ..... 8



**UKKO**  
Thief ..... 9



**CALGACUS**  
Tribal Chief ..... 8



Roll two dice and add score to above

**YOUR GROUP'S WARP RATING :**



Also with you is the legendary sorcerer, MYRDDIN. Half man, half devil, he will only act as your adviser and therefore has no warp rating.



## DILUVIALS

Before you reach the tomb, you must fight the Diluvials who appeared at the end of this week's episode. The rules for combat are given below.

Diluvials are one of the root-races of men who became extinct when Atlantis sank beneath the waves. They wear their skeletons on the outside of their bodies and this gives them a crude form of armour. Although extremely vicious, they are also very stupid and thus have a low warp rating.



**DILUVIALS' GROUP WARP RATING : 10**

## COMBAT

- 1) Roll two dice for your group. Add one to the total because you're using a keyser sword.
  - 2) Roll two dice for the Diluvials.
  - 3) If you have the higher score, you have wounded the Diluvials. Deduct the difference in your scores from the Diluvials' warp rating.
  - 4) If the Diluvials have the higher score, they have wounded you or a member of your group. Deduct the difference in your scores from your group rating.
  - 5) Continue until the Diluvials (or you) have no points left - e.g. are dead.
  - 6) If you win, add the Diluvials' original warp rating - 10 - to your own. This is your 'prize' for experience gained in fighting monsters.
- If you're lucky, you will end up with a higher warp rating. If you're unlucky, and the Diluvials fought long and hard, you may end up with a lower warp rating.

Fill in your score in the box below and keep for next week.

**YOUR FINAL WARP RATING :** \_\_\_\_\_

## CHOICES

After you've killed the Diluvials, you must decide which way to go. (See picture.)



Will you...

- A) Trust the devil girl and follow her down the first passage? ☐
- B) Take the left passage? ☐
- C) Take the right passage? ☐

Tick your choice and find out next week if it's landed you in trouble.

May the Earth Goddess go with you on your quest!

## FUTURE WEEKS

Although this is a solo game, each week you can compare notes with friends on monsters fought and warp ratings - to see which of you is the most warped. Treasure and magic will be introduced later, plus a chance to win original artwork from The Tomb Of Grimmismal adventure!

But be warned - the way ahead is riddled with traps and dangers to overcome before you kill the Dark God and receive your scroll certificate from the Grand College of Druids certifying you are really warped.

## EXPERIENCED PLAYERS

Game Masters may find the game useful as a scenario to create their own adventures - adapting it to suit their own role-playing system. A map of the tomb appears at the end of the game.

## NON-PLAYERS

The *Sláine* serial can be read completely independent of the game. But, even if you're not into adventure games, you can still tick the choices you think *Sláine* should make and find out next prog if you were right.

# NEXT PROG: CAN YOU SAVE NEST FROM THE DOG MAN?

# MEAN MEAN

GALACTIC DEATH-BOWL CHAMPIONS BAD JACK KELLER AND THE NAGAN TEAM HAVE ESCAPED TO PLANET EARTH, WHERE THEIR SHIP GOES OUT OF CONTROL!



2000AD  
Credit Card:  
SCRIPT: ROBERT  
"THE BEAST"  
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# EVERYBODY WANTS TO BE A HERO

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**NIGHTCRAWLER™**  
Kurt Wagner  
Mutant; member of the X-Men

Fighting:	EXCELLENT
Agility:	AMAZING
Strength:	TYPICAL
Endurance:	REMARKABLE
Reasons:	GOOD
Intuition:	EXCELLENT
Psyche:	EXCELLENT
Health:	106
Karma:	50
Resources:	POOR
Popularity:	2

## Powers:

**TELEPORTATION:** Nightcrawler can move instantaneously from point to point, this movement accompanied by a cloud of sulfurous smoke and a "bawling" noise. His limits are two miles east/west, 3 miles north/south, and 2 miles vertically. Kurt can teleport within these limits safely, but if approaching his maximum range (or carrying other people or heavy weights) he must make an Endurance FEAT roll. Failure indicates disorientation or loss of consciousness for 1-10 rounds. Anyone accompanying Kurt on a teleportation must make a Yellow Endurance FEAT roll or suffer the same fate. Kurt does not usually teleport blindly into unknown locations, since teleporting into a solid object would cause severe trauma and possibly death. If this does happen, make a Red Endurance FEAT roll. Success indicates he managed to teleport safely, but loses 100 Health. Failure means Health is reduced to 0, and Endurance is checked again to see if death occurs. Kurt can perform a second action in the same round that he teleports if he makes a successful Endurance FEAT roll.

**WALL CRAWLING:** Kurt can adhere to most surfaces with his hands and feet, allowing him to crawl along walls and ceilings at 3 areas per round. He does this with Amazing ability, but cannot adhere to extremely slippery or frictionless surfaces.

**TALENTS:** Kurt is a skilled acrobat and fencer, receiving an UP ONE shift when fighting with a sword. He is also skilled in first aid, electronics, and mechanical repair.

**BACKGROUND:** Kurt Wagner was born in the Bavarian Alps and raised by a gypsy circus. When local townspeople accused Kurt of being a demon, the young German was rescued by Professor X and recruited into the X-Men. His shy, clownish attitude serves to conceal the feelings of a deeply religious and concerned young man. He has recently been reunited with his childhood sweetheart, Amanda Sefton™.

round that he teleports if he makes a successful Endurance FEAT roll.

**PREHENSILE TAIL:** Nightcrawler can support his own weight by his tail, and can use the tail as well as a third hand with his normal Amazing Agility.

**INDIGO FUR:** Nightcrawler's dark fur allows him to blend into deep shadow. Anyone looking for him or trying to hit him in the dark (without infravision, radar, or similar locating abilities) receives a two column shift to the left. Kurt treats his invisibility as incredible when attacking by surprise from darkness.

## MARVEL SUPER HEROES™ HEROIC ROLE-PLAYING GAME

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# JUDGE DREDD



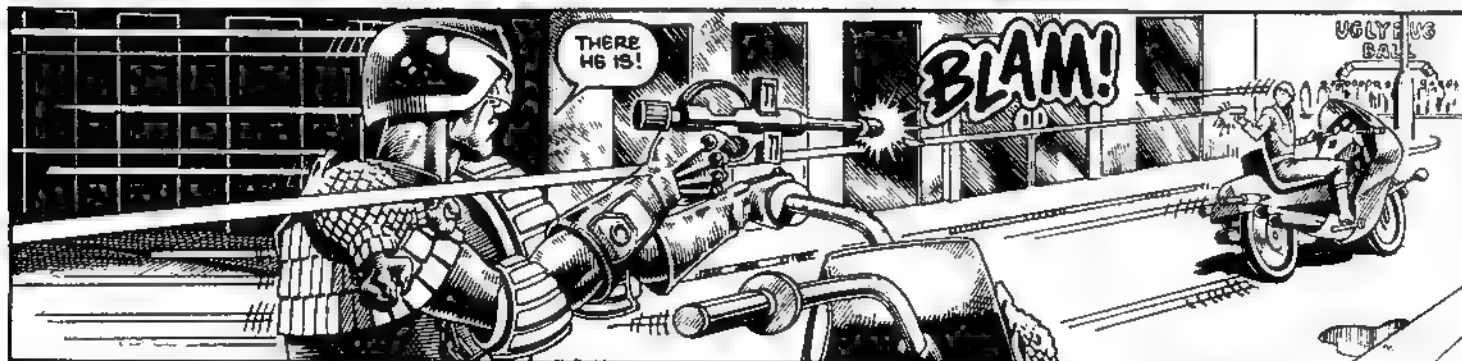
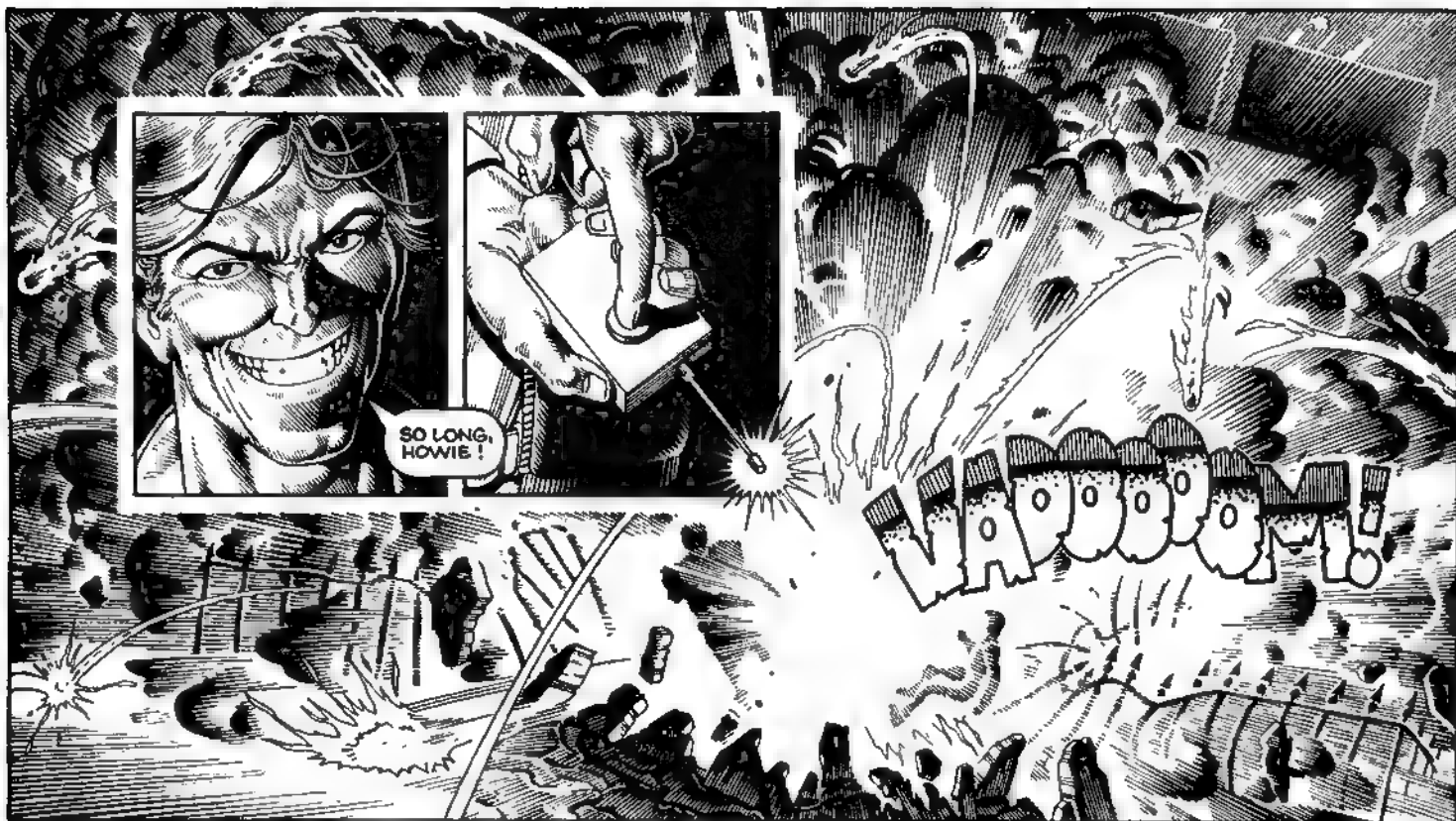
**YOU CAN RUN BUT YOU  
CAN'T HIDE, HANDSOME-**

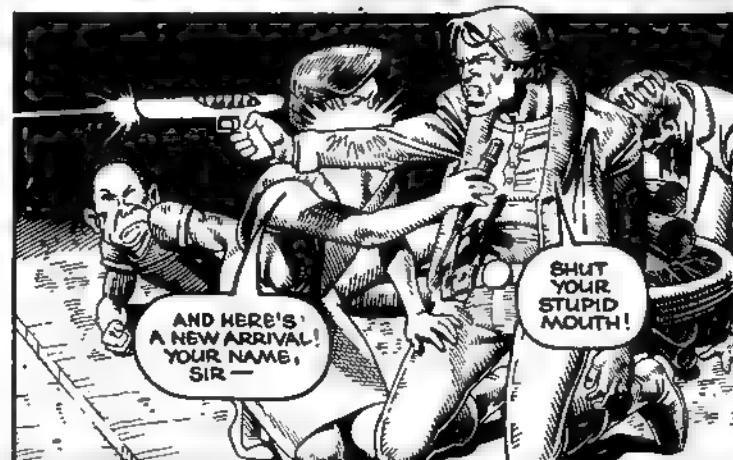
**-NOT AT THE  
UGLYBUG BALL!**

















MAX BUBBA'S MUTIE GANG HAVE ESCAPED INTO THE PAST. STRONTIUM DOG  
JOHNNY ALPHA HAS BEEN CHOSEN TO HUNT THEM DOWN

2000AD  
Credit Card:  
SCRIPT: ROBERT  
ALAN GRANT  
ART: ROBERT  
C. EZQUERRA  
LETTERING: ROBERT  
KID ROBSON  
COMPLI-73e









WULF!

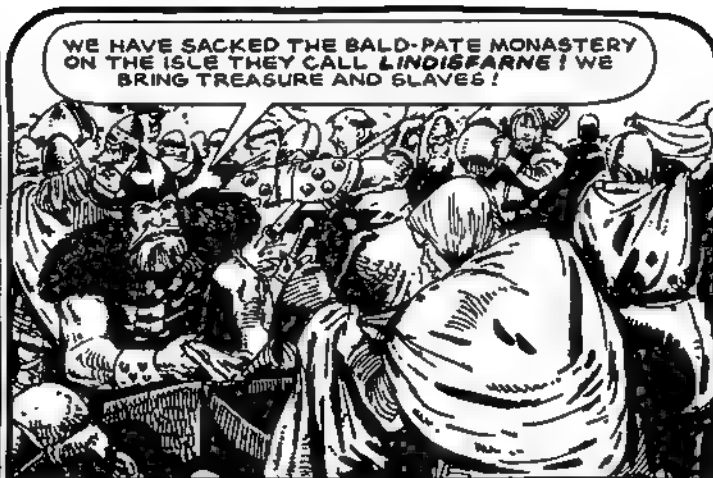
WULF STERNHAMMER!



SO MY LITTLE PIGLETS DIDN'T FORGET ME WHILE I WAS GONE?

HOW COULD WE?

WHAT HAVE YOU BROUGHT US, WULF?



WE HAVE SACKED THE BALD-PATE MONASTERY ON THE ISLE THEY CALL LINDISFARNE! WE BRING TREASURE AND SLAVES!



I'LL HAVE THIS ONE!

COME HERE, YOU!



SO YOU'VE COME HOME AT LAST, EH, WULF STERNHAMMER! I WANT NO MORE OF YOUR DRINKING AND WILD BEHAVIOUR WHILE YOU'RE BACK THIS TIME!

ODIN FORBID, MOTHER!



GET UP THAT TRACK, YOU! THERE'S WORK TO BE DONE!

OLGA STERNHAMMER'LL SOON WORK THAT BLUBBER OFF HIM!



CHOOSE A PAIR OF THE BALD-PATES FOR SACRIFICE! ROAST A HORSE!

WE WILL FEAST OUR THANKS TO ODIN TONIGHT!

AT SACRIFICES TO  
ODIN, MEN OR ANIMALS  
WERE BRUTALLY  
SLAUGHTERED —



THEN HUNG FROM THE  
BEAMS ABOVE THE  
FEAST!



THEIR BLOOD WAS SPREAD ON THE WALLS OF THE  
GREAT HALL — THE STOFA — AND ON THE  
REVELLERS —



BRIMMING BOWLS OF ALE WERE PASSED FROM WARRIOR TO  
WARRIOR. FEW KNEW HOW TO CELEBRATE LIKE THE VIKINGS!



SKALD! A POEM! A  
DRAPA IN PRAISE OF  
OUR STRENGTH  
AND COURAGE!



YOU LEAVE BEFORE  
MY DRAPA, WULF?  
BUT YOU ARE ITS  
HERO!

THE TIDE IS  
CHANGING. I  
MUST CHECK  
THE LONGSHIP.  
I'LL BE BACK!





BY ALL THE GODS  
OF ASGARD!



ODIN'S BEARD! WHAT  
DEMON-MAGIC BRINGS  
YOU HERE? **SPEAK!**

TAKE IT EASY.  
I'M NO DEMON!

YOUR TONGUE LIES  
— BUT YOUR EYES  
SPEAK THE TRUTH,  
WEIRDLING!

WELL, WULF STERNHAMMER  
DOES NOT FEAR YOU! MY  
HAPPY STICK WAS FORGED  
FROM A SHARD OF THOR'S  
OWN HAMMER!



IT WILL BE  
WEAPON  
ENOUGH  
FOR YOUR  
CURSED  
KIND!

Next  
Prog VALHALLA FOR MUTANTS?

# ROGUE TROOPER

MILLI-COM IS  
UNDER ATTACK—  
BUT THE  
RAIDERS AREN'T  
NORTS!









ROGUE HAD BEEN  
RUSHING TO THE  
LAB-DECK...

THE ALIENS  
GOT HERE FIRST!  
BUT THE BIOCHIPS...  
AZURE—WHERE  
ARE THEY?

OUTER AIRLOCK  
OPEN REPEAT OPEN  
CHAMBER IS NO GO







THE HISTORY OF JUSTICE

PUNKS  
RULE:  
PROG  
110

# JUDGE DREDD

HE IS THE

# LAW

AND YOU'D  
BETTER  
BELIEVE  
IT!

